

NINTENDO DS™

Point Blank® DS

EmuMovies

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

Rev-D(L)



LICENSED BY

Nintendo

NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2004 NINTENDO. ALL RIGHTS RESERVED.



TABLE OF CONTENTS

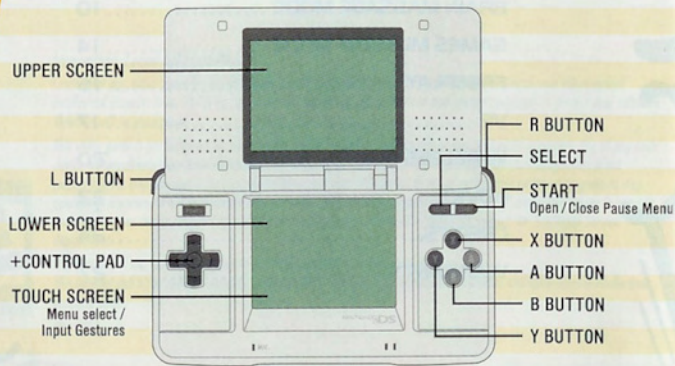
CONTROLS.....	2
GETTING STARTED	4
ARCADE MODE.....	8
BRAIN MASSAGE MODE	10
GAMES MUSEUM MODE	14
FREEPLAY.....	16
VS	17
WIRELESS PLAY.....	20
ADVICE.....	22
CREDITS.....	24
WARRANTY.....	27

CONTROLS

This section explains how to use your Nintendo DS™. Almost all of the game actions can be performed from the Touch Screen.

NINTENDO DS™

The names of each component of the Nintendo DS™ are explained below.



NINTENDO DS™

BASIC TOUCH SCREEN OPERATION

Use the stylus or wrist strap using the following basic movements:

TOUCHING

With the stylus

"Touching" refers to the action of lightly touching the Touch Screen with the stylus or other appropriate instrument.



With the wrist strap



SLIDING

With the stylus

"Sliding" refers to the action of gently holding the stylus or other appropriate instrument against the Touch Screen, and moving the instrument across the screen.



With the wrist strap



TAKING CARE OF THE TOUCH SCREEN

- Touch the Touch Screen with a compatible stylus, wrist strap, or other instrument specified in the game.
- Do not use the stylus or any other instrument that has been damaged.
- Do not rub or press the Touch Screen with excessive force.
- Do not rub or scrape the upper screen with the stylus or any other instrument.

GETTING STARTED

This section explains basic game controls and how to start a new game. Most of this game can be played using the stylus.

STARTING THE GAME

- [1] With the power turned OFF, firmly insert the Point Blank® DS Game Card into the Game Card slot until it clicks into place.
- [2] Turn the power ON, and the screen to the right will appear. After you have read and understood the message, touch the Touch Screen to continue.

NOTE: To turn the game OFF, hold the Power Button down for a few seconds.

⚠ WARNING - HEALTH AND SAFETY

BEFORE PLAYING, READ THE HEALTH
AND SAFETY PRECAUTIONS BOOKLET
FOR IMPORTANT INFORMATION
ABOUT YOUR HEALTH AND SAFETY.

TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.

- [3] Touch the Point Blank® DS panel on the Nintendo DS™ IPL Screen.

NOTE: You will not need to perform this step if the Nintendo DS's startup mode is set to automatic. See your Nintendo DS™ User's Manual for details.



- [4] When the Title Screen is shown, touch the Touch Screen to proceed to the Main Menu.

NOTE: Screenshots in this manual with a blue frame are from the Top Screen, and screenshots with an orange frame are from the Bottom Screen.



GETTING STARTED

CONTINUED

SELECTING A GAME

There are six choices on this screen. Touch the screen to choose a play mode:

ARCADE

Simulates playing an arcade game.

BRAIN MESSAGE

Performs a variety of tests to give your brain a workout.

GAMES MUSEUM

Play four different games: Gator Panic, Cracky Crab, Cosmo Gangs, and Shoot Away II.



FREEPLAY

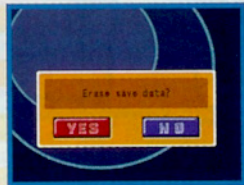
Select and play any of the stages from Point Blank® DS.

VS

Play games head-to-head with an opponent, through Nintendo DS™ Wireless Communication.

OPTIONS

Reset saved data. At the prompt, "Erase save data?" touch "Yes", and "Yes" again after the "Are you sure?" confirmation message.



SAVING AND LOADING

With the exception of VS games, all high scores and Brain Message data are automatically saved and loaded.

ARCADE MODE

This mode lets you play games in the manner of an arcade game. There are four courses of increasing difficulty, each having a different number of stages.

CHOOSE A DIFFICULTY LEVEL

After reading the basic rules of the Arcade mode, touch the Touch Screen to proceed to the difficulties selection screen. There are four levels to choose from: Practice, Beginner, Advanced, and Insane. Practice contains four stages while other difficulty levels contain eight stages each. When playing the Beginner or Advanced stages, an Insane stage may appear at random.



CHOOSE A STAGE

Touch a stage to begin a game. At the end of a stage, choose the next one, and continue to play them in order for each difficulty.



THE STAGE SCREEN

Touch the targets that appear on the Touch Screen to shoot them. Clear the stage by shooting the required number of targets within the allotted time. If the objectives of the stage are not met, or if a target labeled as "Don't Shoot!" is shot, your Life will be reduced. If your entire supply of Life is depleted, the game will go to the "Continue?" screen. It is Game Over if "No" is selected.

STAGE OBJECTIVES



SHOT LIMIT

This is the number of times that you can touch the screen to shoot.

TIME LIMIT

The time allotted to clear the stage.

HIT!

This is displayed when you touch (shoot) a target.



TARGET

There are different targets for different stages.

TIMER

The stage is completed when this reaches zero.

LIFE

The Continue screen is shown when none are left.

OVERALL RESULTS

When all stages for a course are completed, a score is displayed and your name can be entered if a High Score is achieved.



BRAIN MASSAGE MODE

This mode performs various tests on you, giving your brain a workout. Various diagnoses will be made on you depending on the results of the test.

PROLOGUE

Dr. Don and Dr. Dan are traveling, searching for rumors of the legendary Tome of Wisdom, "The Brain Massage". After many trials they finally reach a mysterious laboratory, and are approached by a talking bird who speaks to them: "You're after the Tome of Wisdom, eh? Well, come on in!" Led on by the bird's invitation, Dr. Don and Dr. Dan step fearfully into the depths of the laboratory...



CHEEKY

An intelligent, talking bird. Somewhat sassy.

DR. BRAINSTEIN

A scientist whose true identity is shrouded in mystery. Quite brilliant.

Dr. Dan and Dr. Don are famous (so they say) explorers. They are searching for the Tome of Wisdom.



DR. DAN



DR. DON

BRAIN MASSAGE MODE CONTINUED

SELECT BRAIN MASSAGE

After you choose "Brain Massage" at the Game Select Screen (see page 7), the menu items "Start!" and "View High Scores" will be displayed. Touch "Start!" to begin a new test. High scores are displayed on the Top Screen.

START!

This performs a variety of tests that measure many areas such as discrimination and decision making skills. Touch the test type you would like to take, and when "Start Test?" is displayed touch "Yes" to begin that test. Each test is made up of four stages.



TODAY'S RESULTS

When all stages are complete, a graph appears, showing six categories: Accuracy, Judgement, Reaction, Attention, Precision, and Overall. On the bottom screen, the following are displayed:



RANKING TITLE

INDEX SCORE

VIEW HIGH SCORES

30 days worth of high scores and ranking titles are saved.

PAUSING THE GAME

The Pause Screen is shown when you press START during any game (except for VS mode). Touch "Back to game" to return to the game you were playing, and touch "To menu" to return to the menu for the current game mode. Once "To menu" is selected, "Abort Game" will appear. Select "Yes" to return to the Main Menu.



GAMES MUSEUM MODE

This mode lets you play the classic mechanical arcade games: Gator Panic, Cracky Crab, Cosmo Gangs, and Shoot Away II.

GAMES MUSEUM SELECTION

Choose the game you wish to play, and touch "START" to begin. Touch "Back" to return to the selection screen.



GATOR PANIC

Touch the gators and keep them at bay for the required amount of time. If the gators cross the line, you are bitten and lose points. If you gain 40 or more points within 50 seconds, the game will be extended by 10 seconds.



CRACKY CRAB

Touch the crabs as they crawl across the screen. If you can hit 40 or more within 45 seconds, the game will be extended by 10 seconds. The varied movement in this game makes it a little harder than Gator Panic.



COSMO GANGS

Touch the Cosmo Gang members to prevent them from taking the energy tanks to the space ship for the specified amount of time.



SHOOT AWAY II

Use two shots to shoot down the two clay pigeons. You will get higher points by shooting both targets with one shot, or by shooting them soon after launch. You can choose one of three difficulty levels: Beginner, Middle, and Expert.



FREEPLAY

This mode allows you to play any stage that appears in the game. You will be able to practice stages that you find especially difficult.

CHOOSE A GAME AND A STAGE

All of the stages that appear in the entire Point Blank game are displayed by game type. Touch the screen to select a game type and then a stage.



CHOOSE A DIFFICULTY LEVEL

Choose one of the four difficulty levels: Practice, Beginner, Advanced, or Insane. When a stage is completed, the Judgement screen is displayed. Touch the screen to return to the difficulty level screen. You can also touch "Back" to return to the stage select screen.



VS

You can use the Nintendo DS's Single-Card Play feature to play against an opponent. Players compete for the highest total score in four stages.

PREPARING TO PLAY

You can play against an opponent using 1 Nintendo DS™ Game Card and 2 Nintendo DS™ systems. Read the details on pages 21-22 carefully to prepare for playing.

PARENT SYSTEM

The Nintendo DS™ system that has a card installed acts as the parent system. Touch "Search for an opponent" and wait for your opponent to join the game. After an opponent is found, you will proceed to the Course Selection Screen (page 19).

CHILD SYSTEM

You will proceed to the Course Selection Screen after you have downloaded the necessary data from the parent system (see page 19).



VS CONTINUED

CHOOSE A COURSE

The player with the Parent System should next touch the course to play. Each course has four stages.



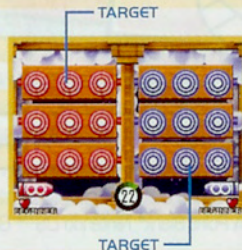
CHOOSE A DIFFICULTY LEVEL

Next, the player with the Parent System should choose from one of the four difficulty levels: Practice, Beginner, Advanced, or Insane. The message "Ready?" will appear on the screen. Both players should then touch "Yes" on their Nintendo DS™ systems to start the game.



THE OPPONENT PLAY SCREEN

The basic structure of the screen is the same as under Arcade Mode (see page 10), but targets, time limits, etc. are displayed in red for the Parent, and in blue for the Child. The results of the game will be displayed for each stage, and victory is determined by the total score and the number of lives remaining in each course. Note that the game is not ended if stage objectives are not attained, or by shooting "Don't Shoot!" targets.



OPPONENT PLAY RESULTS

Game results are shown after all stages are completed. "Continue VS play?" will appear. When either the Parent or Child Nintendo DS™ player touches the screen, If the player who lost the previous game touches "Yes", the Course Select Screen is shown, while touching "No", will end the game. If play continues, the player who lost will choose the course and difficulty level.





WIRELESS PLAY

This section explains how to play games using wireless communications.

WHAT YOU WILL NEED

Nintendo DS™2 systems
A Point Blank® Nintendo DS™ Game Card1 card

REQUIRED OPERATIONS FOR PLAYER 1 (PARENT SYSTEM)

1. Insure that the Nintendo DS™ system's power is OFF, and insert the Nintendo DS™ Game Card.
2. Turn ON the Nintendo DS™ system. The Nintendo DS™ IPL Screen will be displayed.
3. Touch "Point Blank® DS".

REQUIRED OPERATIONS FOR PLAYERS OTHER THAN PLAYER 1 (CHILD SYSTEM)

1. Turn ON the Nintendo DS™ system. The Nintendo DS™ IPL Screen will be displayed.
2. Touch "DS Download Play". The Game List Screen will be displayed.
3. Touch "Point Blank® DS". The Download Confirmation Screen will be displayed.
4. If the correct game is listed, touch "Yes". The game will begin to download from Player 1.

NOTES ON SINGLE-CARD GAME PLAY

Please be aware of the following during Single-Card Game play:

- The icon displayed on the DS menu or game screen is an indicator for the Nintendo DS™ Wireless Communications function. This feature is turned ON when a menu displaying this icon is selected. Please do not select this menu if playing in a restricted area, such as airports or hospitals.
- The icon that is displayed during communication, indicates the strength of the wireless signal in four different levels. The stronger the signal, the more conducive it is for wireless game play.

* The Power Indicator Light will blink at a variable speed when the Nintendo DS™ Wireless Communication is ON.

For best communication results, please refer to the following:

- Keep the distance of the two Nintendo DS™ systems within 32.8 feet of each other, or make sure that there are two or more signal bars.
- Aim the Nintendo DS™ systems toward each other and prevent any obstacles from intervening between them.
- During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS™ and start the game again.

ADVICE

This section gives you advice on how to better hit your targets and improve your high scores.

PRACTICE MAKES PERFECT

As the difficulty level of each stage increases, the targets become smaller and move faster. You should start out at a difficulty that is suited to your level of skill, and repeatedly play and practice stages that you find difficult. Also be sure that the hand used to hold the stylus isn't hiding part of the Touch Screen, causing you to miss some of the targets.

PRACTICE MODE



INSANE MODE



CLEARING EACH STAGE

Be sure that you understand the requirements for clearing the stage!

The conditions required to clear each stage will differ. Be sure that you understand them before the stage starts, and keep them in mind as you play.



A WARNING CONCERNING GAME BACKUPS

- * This Nintendo DS™ Game Card has a backup feature that saves game results and progress through the game.
- * Recovering data will not be possible if it was lost due to excessive usage of the Power Button, removal of the card while the power light is lit, inappropriate usage of the device, or to connection errors.



CREDITS

DEVELOPED BY
NAMCO BANDAI
GAMES INC.

PRODUCER
Nobutaka Nakajima

DIRECTOR
Mitsumasa Fujita

SOFTWARE
DEVELOPMENT TEAM

PRODUCER
Atsuo Kawarabayashi

DIRECTOR
Rie Fukutome

PROGRAMMER
Kazuya Watanabe
Naotaka Noda

DESIGNER
Yuichiro Nakayama

LOCALIZATION DIRECTOR
Takashi Akiyama

LOCALIZATION
Austin Keys
Jonathan Khersis

LOGO DESIGN
Hideaki Itou

INTERNATIONAL
MARKETING STRATEGY
TEAM
Shinsuke Mori
Rachel Lee

PUBLISHED BY
NAMCO BANDAI GAMES
AMERICA INC.

PRODUCT GROUP
DIRECTOR
Yoshi Niki

LOCALIZATION
MANAGER
Hiroshi Tanaka

LOCALIZATION
PRODUCER
Junko A. Nakamura

LOCALIZATION
COORDINATOR
John Hickey

MARKETING
DIRECTOR
Yoko Nakao

ASSOCIATE PRODUCT
MARKETING MANAGER
Wayne Shiu

MARKETING
TRANSLATOR
Tom Huston

PUBLISHING
SUPPORT DIRECTOR
Glen A. Cureton

QA MANAGER
Chuck McFadden

QA SUPERVISOR
Daryle Tumacder

QA TEST LEAD
Matt Peterson

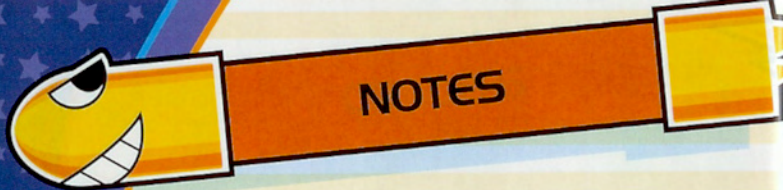
QA TEST TEAM
Y Pham
Scott Pendelton
Leticia Duenas
Abelina Villegas
Jesse Bell
Jhune Dela Cruz
Benjamin Gehrke
Manny Asencio

NATIONAL SALES
MANAGER
Brian Schorr

SPECIAL THANKS
Genichi Ito
Nobuhiro Kasahara
Garry Cole
Naruo Uchida
Makoto Iwai
Jennifer Tersigni
Lee Hsiao
Moto Aida
Charmaine Morena

POINT BLANK® DS
& © 1994-2006
NAMCO BANDAI
Games Inc.

The typefaces included
herein are solely devel-
oped by DynaComware.



NOTES

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from NAMCO BANDAI Games America Inc. using your web browser! Simply go to livehelp.namco.com for more details. Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

NAMCO BANDAI Games America Inc.

ATTN: Customer Service 4555 Great America Parkway Suite 201 Santa Clara, CA 95054

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above, via e-mail at support@namco.com or contact us directly at (408) 235-2222. Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: www.namcobandaigames.com Visit our Website to get information about our new titles.

LIMITED WARRANTY

NAMCO BANDAI Games America Inc. warrants to the original purchaser that this NAMCO BANDAI Games America Inc. game card shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, NAMCO BANDAI Games America Inc. will repair or replace the defective game card or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall NAMCO BANDAI Games America Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.

To register product online go to
WWW.NAMCOREG.COM



NAMCO BANDAI Games America Inc. 4555 Great America Parkway, Suite 201, Santa Clara, CA 95054

POINT BLANK® DS & © 1994-2006 NAMCO BANDAI Games Inc. All other trademarks and trade names are the properties of their respective owners.

PRINTED IN JAPAN